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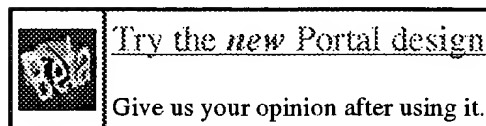
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Search Results for: **[(convert) AND (2-D 3-D)<AND>(meta_published_date <= 10-01-2000)]**
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Sort by: Title   Publication   Publication Date   Score   Binder

Results 1 - 19 of 19   short listing

1   Multi-color and artistic dithering   80%
Victor Ostromoukhov , Roger D. Hersch
Proceedings of the 26th annual conference on Computer graphics and interactive techniques July 1999

2   Maintaining hierarchical graph views   80%
Adam L. Buchsbaum , Jefferey R. Westbrook
Proceedings of the eleventh annual ACM-SIAM symposium on Discrete algorithms
February 2000

3   Newton's iteration and the sparse Hensel algorithm (Extended Abstract)   77%
Richard Zippel
Proceedings of the fourth ACM symposium on Symbolic and algebraic computation
August 1981
This paper presents an organization of the p-adic lifting (or Hensel) algorithm that differs from the organization previously presented by Zassenhaus [Zas69] and currently used in algebraic manipulation circles [Mos73, Yun74, Wan75, Mus75]. Our organization is somewhat more general than the earlier one and admits the improvements that yielded the "sparse modular" algorithm [Zip79] more easily than the Zassenhaus algorithm. From a pedagogical point of view, the r ...

4 Geometric transformations in APL 77%

John W. Wade

ACM SIGAPL APL Quote Quad , Proceedings of the international conference on APL June 1984

Volume 14 Issue 4

While geometric transformations that scale, translate, and rotate are in commonplace use, especially in computer graphics, they can be written and used very differently in APL. Because the plus/times inner product is a ready-made matrix multiplier, each transformation function has only to focus on organizing the transformation matrix for the envisioned use. Since inner product generalizes to arrays of higher dimension, a 3-D transformation array can be used to generate multiple objects each ...

5 Enhancing XEDIT as a an APL editor 77%

R. Swain

ACM SIGAPL APL Quote Quad , Conference proceedings on APL as a tool of thought July 1989

Volume 19 Issue 4

While APL2 provides a built-in editor, under VM it also offers a convenient interface to XEDIT, the VM system editor. XEDIT is an incredibly powerful general-purpose editor, well worth mastering for its many uses outside the APL environment. But it is missing some facilities specifically tailored for APL function editing. This paper describes a solution to one specific deficiency: the lack of a "name" or "whole word" change command. The XEDIT macro presented here, CN (for "change name"), correct ...

6 Special issue in parallelism in database systems: Query processing and 77% inverted indices in shared: nothing text document information retrieval systems

Anthony Tomasic , Hector Garcia-Molina

The VLDB Journal — The International Journal on Very Large Data Bases July 1993

Volume 2 Issue 3

The performance of distributed text document retrieval systems is strongly influenced by the organization of the inverted text. This article compares the performance impact on query processing of various physical organizations for inverted lists. We present a new probabilistic model of the database and queries. Simulation experiments determine those variables that most strongly influence response time and throughput. This leads to a set of design trade-offs over a wide range of hardware configur ...

7 Anima II: a 3-D color animation system 77%

Ronald J. Hackathorn

ACM SIGGRAPH Computer Graphics , Proceedings of the 4th annual conference on Computer graphics and interactive techniques July 1977

Volume 11 Issue 2

An animation software system has been developed at The Computer Graphics Research Group which allows a person with no computer background to develop an animation idea into a

finished color video product which may be seen and recorded in real time. The animation may include complex polyhedra forming words, sentences, plants, animals and other creatures. The animation system, called Anima II, has as its three basic parts: a data generation routine used to make colored, three-dimensional objects, a ...

8 Efficient demand-driven evaluation. Part 2   77%
Keshav Pingali , Arvind
ACM Transactions on Programming Languages and Systems (TOPLAS) January 1986
Volume 8 Issue 1
> In Part 1 of this paper [5], we presented a scheme whereby a compiler could propagate demands through programs in a powerful stream language L. A data-driven evaluation of the transformed program performed exactly the same computation as a demand-driven evaluation of the original program. In this paper we explore a different transformation, which trades the complexity of demand propagation for a bounded amount of extra computation on some data lines.

9 Knotted list structures   77%
J. Weizenbaum
Communications of the ACM March 1962
Volume 5 Issue 3

10 Remark on Algorithm 456[H]   77%
Gerhard Tesch , Zdeněk Fencl
Communications of the ACM December 1974
Volume 17 Issue 12

11 Remark on Algorithm 426   77%
C. Bron
Communications of the ACM December 1974
Volume 17 Issue 12

12 Remark on Algorithm 420[6]:   77%
T. M. R. Ellis
Communications of the ACM December 1974
Volume 17 Issue 12

13 Algorithm 488: A Gaussian pseudo-random number generator   77%
Richard P. Brent
Communications of the ACM December 1974
Volume 17 Issue 12
> The algorithm calculates the exact cumulative distribution of the two-sided Kolmogorov-Smirnov statistic for samples with few observations. The general problem for which the

formula is needed is to assess the probability that a particular sample comes from a proposed distribution. The problem arises specifically in data sampling and in discrete system simulation. Typically, some finite number of observations are available, and some underlying distribution is being considered as characterizi ...

14 Algorithm 487: Exact cumulative distribution of the Kolmorgorov-Smirnov   77%
statistic for small samples
John Pomeranz
Communications of the ACM December 1974
Volume 17 Issue 12

15 Experiments With Some Programs That Search Game Trees   77%
James R. Slagle , John E. Dixon
Journal of the ACM (JACM) April 1969
Volume 16 Issue 2
Many problems in artificial intelligence involve the searching of large trees of alternative possibilities—for example, game-playing and theorem-proving. The problem of efficiently searching large trees is discussed. A new method called "dynamic ordering" is described, and the older minimax and Alpha-Beta procedures are described for comparison purposes. Performance figures are given for six variations of the game of kalah. A quantity called "depth ratio" is de ...

16 Enterprise simulations: theoretical foundations and a practical perspective   77%
Thomas W. Mastaglio
Proceedings of the 31st conference on Winter simulation: Simulation---a bridge to the future - Volume 2 December 1999

17 Modeling and optimizing I/O throughput of multiple disks on a bus (summary)   77%
Rakesh Barve , Elizabeth Shriver , Phillip B. Gibbons , Bruce K. Hillyer , Yossi Matias , Jeffrey Scott Vitter
ACM SIGMETRICS Performance Evaluation Review , Proceedings of the 1998 ACM SIGMETRICS joint international conference on Measurement and modeling of computer systems June 1998
Volume 26 Issue 1
For a wide variety of computational tasks, disk I/O continues to be a serious obstacle to high performance. The focus of the present paper is on systems that use multiple disks per SCSI bus. We measured the performance of concurrent random I/Os, and observed bus-related phenomena that impair performance. We describe these phenomena, and present a new I/O performance model that accurately predicts the average bandwidth achieved by a heavy workload of random reads from disks on a SCSI bus. This mo ...

18 Buffer insertion for noise and delay optimization   77%
Charles J. Alpert , Anirudh Devgan , Stephen T. Quay

Proceedings of the 35th annual conference on Design automation conference May 1998
Buffer insertion has successfully been applied to reduce delay in global interconnect paths; however, existing techniques only optimize delay and timing slack. With the increasing ratio of coupling to total capacitance and the use of aggressive dynamic logic circuit families, noise is becoming a major design bottleneck. We present comprehensive buffer insertion techniques for noise and delay optimization. Our experiments on a microprocessor design show that our approach fixes all no ...

19 Hypertext for the electronic library?: CORE sample results   77%
Dennis E. Egan , Michael E. Lesk , R. Daniel Ketchum , Carol C. Lochbaum , Joel R. Remde , Michael Littman , Thomas K. Landauer
Proceedings of the third annual ACM conference on Hypertext September 1991

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L Number	Hits	Search Text	DB	Time stamp
14	11498	(3$1D three$1dimensional) and (application program executable) and web and @ad<20001010	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/04/03 06:56
15	0	(6295066.PN. and ((((2$1D two$1dimensional) same convert$3) same (3$1D three$1dimensional)) and web and @ad<20001010)) and (convert change transform 2-D two$1dimensional) and (computing same environment)	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/04/03 06:53
16	1	(6295066.PN. and ((((2$1D two$1dimensional) same convert$3) same (3$1D three$1dimensional)) and web and @ad<20001010)) and (convert change transform 2-D two$1dimensional)	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/04/03 06:53
17	3484	(3$1D three$1dimensional) and (program executable) and web and @ad<20001010	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/04/03 06:57
21	324	((3$1D three$1dimensional) and (program executable) and web and @ad<20001010) and (2-D two$1dimensional) and (web near2 page)	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/04/03 07:40
22	234	((3$1D three$1dimensional) and (program executable) and web and @ad<20001010) and (2-D two$1dimensional) and (web near2 page) and virtual	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/04/03 09:40
23	5	(606,227 5,303,388).pn.	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/04/03 07:45
-	2	"20020113820"	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/04/02 18:12
-	1539	(3$1D) and convert$4 and @ad<20001010 and (2$1D two$1dimensional) and web	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/04/02 18:37
-	195	(3$1D same convert$4) and @ad<20001010 and (2$1D two$1dimensional) and web	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/04/02 18:39
-	267	((2$1D two$1dimensional) same convert$3) and (3$1D three$1dimensional) and web and @ad<20001010	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/04/02 19:10
-	133	(((2$1D two$1dimensional) same convert$3) same (3$1D three$1dimensional)) and web and @ad<20001010	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/04/03 06:43

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